Vehicles D20 / MetaCorp Hunter Killer

MetaCorp Hunter Killer

The HK-12 Hunter Killer is an awesome assault speeder which primary use is as a tank destroyer. Its secondary use is as a bunker buster. The HK-12 is often found in pairs, patrolling high above open roadways or fields. And it is not uncommon to find one escorting a motorized infantry company. The tactics of the HK-12 are simple "Take them out from a distance" is the phrase commonly heard by new HK-12 pilots. Although, for effective use with the powerful 'Puncturer' cannon, the HK-12 will make strafing runs on tank columns or armored convoys.

The HK-12 is one of the fastest air-speeders in the MetaCorp Armed forces, when it's foldable assault wings are tucked inside it's belly, the HK-12 can traverse to speeds up to 1,300 kmh. Pilots almost never pull any combat maneuvers when flying at these speeds, and will most likely bring their ship back down to a 450 kmh speed when they unfold their missle launching wings to engage a target. None of the missles can be fired while the HK-12's wings are folded in, but the Puncturer cannon can be used, since it is located on the nose of the craft, beneath the cockpit section.

It takes 2 men to fly the HK-12, the pilot performs maneuvers, and the gunner aquires target locks and operates weapons control. The gunner sits behind the pilot, back faced to him much like the Alliance's combat airspeeder. If the gunner is killed in action, then weapons control can be handled by the pilot, it's just not as convienient.

Craft: MetaCorp Industries HK-12 "Armor Vapor" Hunter Killer
Class: Airspeeder
Size: Garguantuan (16.16 m long)
Hyperdrive: None
Passangers: 0
Cargo Capacity: 1 ton
Maximum Altitude: 10 km
Cost: 80,000 (new)
Maximum Speed In Space: Not applicable
Atmospheric Speed: 450 km/h (7 squares/action)(wings out)
Atmospheric Speed: 1,300 km/h (22 squares/action)(wings in)
Crew: 2 (Skilled +4)
Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)
Defense: 16* (-4 size, +10 armor)
Shield Points: 0
Hull Points: 100 (DR 10)
*Provides full cover to crew.
Weapons:
6 Air-to-Surface Anti-Tank 'Ultra' Missles
Fire Arc: Front
Attack Bonus: +2 (-4 size, +2 crew, +4 fire control)
Damage: 8d8
Range Increments: 100 m
4 Air-to-Surface Anti-Tank 'Cleansing' Missles
Fire Arc: Front
Attack Bonus: +2 (-4 size, +2 crew, +4 fire control)
Damage: 6d8
Range Increments: 80 m
Puncturer Blaster Cannon
Fire Arc: Front
Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)
Damage: 4d8
Range Increments: 40 m

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